



The Enhancing Cooperation Capabilities in Utilizing Used Cartons as Educational Game Tools

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Abstract

This research is motivated by the interest of researchers in increasing the ability of cooperation in the use of used cardboard as an educational play tool in late childhood children in Camden Hamlet RT05, Camden, Jetis, Bantul, Yogyakarta. In general, this research is to find out the increase in the ability of children's cooperation in the use of used cardboard as an educational game tool. This research is a type of qualitative research that is descriptive in nature. Data obtained from the results of research using the method of collecting data observation, interviews, and documentation. While the technical analysis of the data used is data reduction, data presentation, and concluding. The results showed a significant increase in the ability of cooperation in the use of used cardboard as an educational game tool.

How to Cite

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INTRODUCTION

Seeing the current situation, Indonesia and even the world are shocked by the outbreak of the corona virus (COVID-19) which can be contagious and even deadly to those who are exposed, this has an impact on the global economy (Dhawan, 2020). The first corona virus outbreak came from Wuhan China (Yuliana, 2020) which spread widely and rapidly throughout the world. This incident also shook the education sector, causing researchers to be concerned about child development. With the decision to study at home by the government, children do not have the concentration of learning like school. The development currently experienced by children has limitations due to lack of training in the form of repetition of activities as is usually done at school. Current development experienced by children has limitations due to lack of training in the form of repetition of activities as is usually done in schools. In accordance with the results of research conducted by Juliawati Harahap, the factor that causes boredom in student learning is the learning environment or a long time in learning without any variation (Harahap, 2017). With saturated learning conditions like that children's learning concentration becomes low.

Some of the factors that cause children's concentration to decrease when learning are learning methods that are less than optimal and seem monotonous so that children get bored, internet connection networks that are still inadequate, and financial economic factors (communication tools, quotas, etc.) so that it has an impact on children's learning (Anhusadar, 2021). During the COVID-19 pandemic, learning activities are done using the distance method (PJJ) or home study (BDR) although learning activities at home growth and development of the child should still get a good stimulus.

Early childhood is an individual who always experiences a very rapid process of growth and development (Mulyasa, 2012). In fact, it is often said to be a leap in development that cannot be repeated in the future. The age range of a child is very valuable when compared to the age of the next child because the child's development is extraordinary.

Early childhood is the most basic and basic early period. At this time the child is usually referred to as the golden age or golden period. In a research journal conducted by (Lestari et al., 2016) that early childhood experiences social development in which children experience development in peer relationships. Early childhood education

is aimed at children so that they can help their growth and development, so that children can get their intellectual stimuli (Chairilisyah et al., n.d.). Early childhood development is the most important aspect in every stage, the golden age in which it is going through makes children easy to receive stimuli that can support their physical and spiritual development and determine success in the future. At this age, children begin to separate themselves from their parents. Just as early childhood difference with late childhood lies in the age range. At the age of the child, the end of the child's personality development is strongly influenced by the surrounding environment. This shows children begin to find or know themselves incompetence with the surrounding environment (Yudrik, 2011). Children who are at this stage are very difficult to be invited to play in groups. Children have the notion that what they have isn't broken is owned by someone else. Many ways you can do to improve the ability of children's cooperation. According to Ika Budi, a fun way is a way that can make children actively participate in various opportunities (Maryatun, 2008).

Based on the results of observations or observations in the neighborhood of Camden Hamlet towards the age of the child, that the lack of children in the ability to work together to help peers, the lack of children in conducting learning discussions because they are busy with their cellphones, the lack of recognition of peers makes it unsuitable for friends so the expected indicators have not been reached.

This is due to the lack of learning media that children receive while at school in stimulating their ability to work together. The emergence of the problems above results in children always winning themselves and do not want to succumb to their peers, making children lacking in their social interaction due to lack of communication by children. Therefore, researchers took the initiative to make educational games that attract the attention of children to be played anytime at the researcher's home. One of the activities conducted by researchers in the Hamlet of RT05, Camden, Jetis, Bantul is to make educational games from simply used cardboard items that can be used as games for late age children. This cardboard game researchers named the Cardboard Machine Claw. The presence of cardboard is used to influence children's skill games so that children can achieve optimal development. The world of children is a world of play, through play children can express themselves, this can help stimulate children's growth and development. Early childhood is an important life for the de-

velopment of neural networks that can stimulate physical and psychosocial (Batura et al., 2015). By utilizing used materials that are around us and making a game, it is hoped that it can focus on the interaction between children playing the Cardboard Machine Claw game, which can help foster collaboration with other people in small groups. (Sakai et al., 2016) Cooperation is a unit that can train and stimulate children's development, (De-Rowe et al., 2003), so this research tries to create various aspects and games by utilizing the items around the kit, in addition to making children happy in games, children can also get some aspects of learning that result from the game Cardboard Machine Claw.

METHOD

The type of research used is qualitative research, which is research that produces discoveries that cannot be achieved using statistical procedures or quantitative means (Djunaini & Almanzhur fauzan, 2016). The purpose of this study was to determine the increase in the ability of cooperation in the use of used cardboard as an educational game for late age children.

This research was conducted in Candan Hamlet RT05, Candan, Jetis, Bantul, Yogyakarta. When the research was conducted from March-May 2020 with data collection procedures in the form of observation, interviews through question and answer with children, documentation. While the data analysis technique used is the concept of Miles and Huberman (Sugiyono, 2013).

RESULT AND DISCUSSION

Enhancing Cooperation Capabilities in Utilizing Used Cartons as Education Game Tools

Cooperation is an effort made to produce behavior related to social interaction. To determine success in working together, evaluation in implementation is needed (Lestari et al., 2016). Evaluation is done by stimulating children to do activities through educational play tools.

A game tool is a tool that can stimulate as a distributor of the ability to cooperate with children (Andang, 2006). The game tool is a tool to play. While the educational game tool is a means of play that can produce a certain indicator development. From the educational toys, children can improve their abilities and understanding naturally or naturally. One of the characteristics of the game is categorized as an educational game is to have educational value in the game.

In improving the collaborative ability of re-

searchers to make a game called Cardboard Machine Claw which is a game of a machine clamp of cardboard. The process of making the game requires researchers approximately one week. The material used is used cardboard from a bicycle. The idea of making this game starts from the problem in the late age children who are in the Village of Candan. The reason researchers chose cardboard used materials was that they could not hurt children. And also the material is easy to find around the environment. The material used from cardboard has a strong texture for a long time.

The manufacturing process uses a variety of tools that researchers have. The tools and materials used to support the process of making this educational game tool are Scissors, cutter, glue gun, injections, IV lines, water, food coloring, ice cream sticks.

The implementation of playing games made by researchers in the form of Cardboard Machine Claw may be used by children every child playing to the researcher's house. From these activities, the researchers tried to pay attention to developments that occur in each child. The results of the implementation of increasing the ability of cooperation in the Use of Used Cardboard as an Educational Game



Figure 1. Cardboard Machine Claw

Used cardboard can be used as a media and educational tool for children. That's all how we as educators manage cardboard material into an educational game tool.

The Result Of The Implementation Of Increasing The Ability Of Cooperation in The Use Of Used Cardboard as an Educational Game

Assessment of increasing the ability of cooperation in the use of used cardboard as an educational game tool for late age children refers to Permendikbud Number 137 of 2014 concerning PAUD Standards. Based on observations

made by researchers related to increasing the ability to cooperate in the use of cardboard former child researchers, the results of research data are divided into two, namely initial data and final data. Initial data includes part of the results of the first research carried out to determine the ability of children's cooperation at the beginning of playing games using Cardboard Machine Claw.

The conclusion of the observation results from the preliminary data that the researcher did in improving the ability of cooperation in the use of used cardboard as an educational game means that children have not developed on average when collaborating, some children are able to receive instructions from friends and some have not developed, in terms of doing partial cooperation children are not yet developed which means that children's cooperation between peers is still low so that children have not developed in solving challenges together. Based on the 2009 government regulation number 58 concerning the aspects of child development in that children can follow the rules, children can share tasks and children can complete tasks, with children's learning outcomes showing an attitude of unity and cooperation.

In observing the results of the research, the final data, the researcher began to find the saturated data generated. The resulting saturated data has increased then stable results so that the researchers feel it is enough to carry out further research. The Cardboard Machine Claw game that the researchers made was able to increase significant results on children's cooperation. In this study, exemplifying the importance of training children's cooperation through games so that in addition to eliminating children's boredom in carrying out learning activities at home through this game, it can stimulate children's growth and development.

This is in line with research conducted by (Shanti et al., 2017) that indeed cooperative play can display indicators of cooperation among early childhood to late childhood, especially this research is in late childhood.

CONCLUSION

The results of the implementation of the activities through cardboard games have a significant increase, it can be proven by the results of the researchers describe that 7 people developed very well and 3 people developed according to expectations. so increasing the ability of cooperation in the use of used cardboard as an educational game can be said to have a significant increase in late childhood.

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